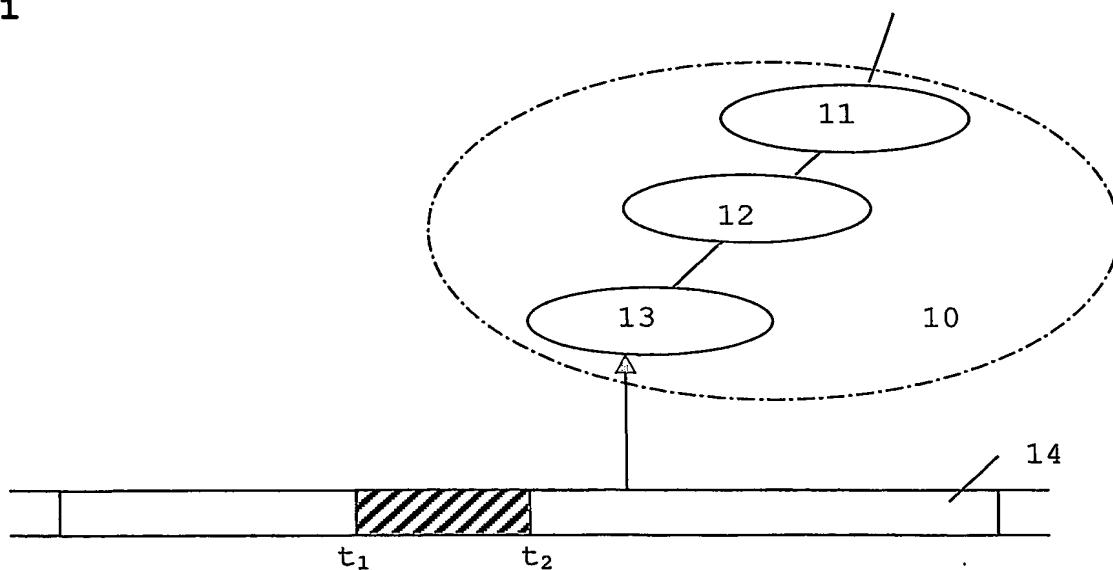
**Fig.1****Fig.2**

AdvancedAudioBuffer					
{					
Field type	Data type	Name	Default	Range	
ExposedField	SFBool	Loop	FALSE		
ExposedField	SFFloat	Pitch	1.0		
ExposedField	SFTime	StartTime	0		
ExposedField	SFTime	StopTime	0		
ExposedField	SFTime	StartLoadTime	0		
ExposedField	SFTime	StopLoadTime	0		
ExposedField	SFInt32	LoadMode	0	>=0	
ExposedField	SFInt32	NumAccumulatedBlocks	0	>=0	
ExposedField	SFInt32	DeleteBlock	0	<=0	
ExposedField	SFInt32	PlayBlock	0	<=0	
ExposedField	MFNode	Children	[]		
ExposedField	SFInt	NumChan	1		
ExposedField	MFInt	PhaseGroup	[1]		
ExposedField	SFFloat	Length	0.0		
EventOut	SFTime	Duration changed			
EventOut	SFBool	isActive			
}					

Fig. 3